

EDUCATION

University of California, Riverside
BS Computer Science 2019

June 2019

SKILLS

PROGRAMMING: C++ , Javascript, HTML5, CSS3, python

FRAMEWORKS & TOOLS: Node.js, jQuery, Git, Bootstrap, Unity, LaTeX

SOFTWARE: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Figma

COURSEWORK: Data Mining and Machine Learning, Database Management Systems, Information Retrieval, Virtual Reality, Senior Design in Graphics, Computer Security

EMPLOYMENT

ZYBOOKS · Content & Research Intern · Riverside, CA

June 2018 to Current

- Develop interactive learning content for STEM courses; Zybooks interactive textbooks are used by millions of students around the world
- Review content to ensure clarity and conciseness for deployment
- Collecting data and researching on how utilizing a zyBook effects the grades and understanding of the material for a student

VACO · Google Cloud Platform Student Innovator

Aug. 2018 to June 2019

- Led workshops at major university events; promote Google cloud technologies and APIs by guiding students in their technical projects
- Organized 10+ events with over 1000+ attendees, providing students with the tools and knowledge of Google cloud technologies
- Coordinated with student organizations across campus to deliver workshops to students with diverse academic backgrounds

PROJECTS

NOTHING IS SACRED

- Developed a real time strategy game where you play as a black market smuggler who is trying to build an empire without being apprehended by the government AI
- Designed the UX/UI and built the interface for gameplay as well as created all art assets, written in C# powered by Unity

VIRTUAL REALITY FLIGHT SIMULATION FIGHTER GAME

- Developed a virtual reality game where the user controls a flying hotdog truck and shoots at enemies to gain points
- Written in C# for the Oculus Rift using Unity engine

SELF ADJUSTING VANITY

- Designed and assembled a vanity that automatically adjusts the brightness of the lights based on its surrounding environment, displays the time, and has multiple remote controlled light settings
- Programmed logic on multiple ATMEGA1284 microcontrollers, written in C (details on Github under Mirror)

ACTIVITIES

ROSE HACK - WWW.ROSEHACK.COM · Director

July 2018 to Jan. 2019

- Launched UCR's inaugural 24-hour women-centric hackathon, with 200+ attendees and 100+ volunteers
- Oversaw a team of 20+ organizers, providing guidance on the development of marketing and communications, sponsorship, and event logistics

WOMEN IN COMPUTING · Treasurer & Social Media Manager

Mar. 2018 to July 2019

- Supported executive team by developing strategies to attain funding for organization and managing organization financials
- Developed strategies for member retention; lead bi-weekly workshops for 50+ active members regarding professional and technical development

CITRUS HACK - WWW.CITRUSHACK.COM · Marketing & Operations lead

Apr. 2018 to Apr. 2019

- Led a committee to develop event logistics including organizing several workshops, activities, meals, and more for 300+ attendees
- Created promotional digital assets (logo, website art, etc) using Adobe Illustrator, Photoshop, and After Effects for 1000+ students nationwide

AWARDS

GRACE HOPPER CELEBRATION, ANITA BORG SCHOLAR

Aug. 2018